



THE FAMILIA

The Familia is spoken of in hushed tones in dim back rooms. It doesn't matter who publicly rules these streets, everyone knows who has the real power. Using its vast resources The Familia takes care of its own, raising up talent, putting down competition, demanding unwavering loyalty in return for their protection. Warlocks that are sponsored by the family find that there is knowledge and power aplenty, but even more valuable: fear, respect, and loyalty.

EXPANDED SPELL LIST

The Familia lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Level	Spells
1st	Disguise Self, Heroism
2nd	Calm Emotions, Warding Bond
3rd	Nondetection, Sending
4th	Faithful Hound, Private Sanctum
5th	Geas, Mislead

ADDITIONAL PACT BOONS

PACT OF THE NAME

Your patron gives you a new name that ties you directly to them. As a bonus action, you may invoke your given name. A creature within 30 feet that can hear you must succeed on a Wisdom saving throw or become *charmed* or *frightened* by you, GM's choice, until the end of your next turn. You may use this effect a number of times equal to your proficiency bonus, regaining any expended uses when you finish a long rest.

PACT OF THE BRAND

Your patron brands you with their mark, a permanent warning and reminder that you belong to each other. Through this magical brand you may empower your own magic with their energy, when a creature succeeds on a saving throw against a cantrip you cast, the creature takes half the cantrip's damage (if any) but suffers no additional Effect from the cantrip.

ADDITIONAL INVOCATIONS

UNTOUCHABLE PERSONA:

Prerequisite: Pact of the Name

When a creature that you have targeted with your Pact of the Name effect makes an attack against you, you may use your reaction to roll a d6, add the result to your AC for the triggering attack. You may use this effect a number of times equal to your proficiency bonus, regaining any expended uses when you finish a long rest.

SPHERE OF INFLUENCE

Your patron family is ingrained in the land and society around you, those who are protected by their aegis are nigh unto touchable and those that incur their wrath are soon removed. Beginning at 1st level, while you are within 5 miles of your familia's seat of power you gain the following benefits:

- You may use your charisma bonus in place of your dexterity when making a roll that uses your Stealth proficiency.
- You have advantage on persuasion and intimidation checks made against humanoid creatures.
- When you finish a long rest you may choose to a) use your charisma modifier in place of your Dexterity for calculating AC or b) use your Charisma modifier for attack and damage rolls. This effect lasts until you finish your next long rest.

When you reach 10th level your rising prominence bolsters your Familia's power, your sphere of influence increases to 15 miles, and increases again at 17th level to 25 miles. You can change your Familia's seat of power by spending 1 week and 100 gold for every mile between the old and new seats, and 1 year and 1000 gold if it moves to a different plane.

FAMILY ALLIES

Beginning at 6th level your authority within your Familia is widely recognized. While you are within your Familia's sphere of influence you may use an action to invoke that authority, rousing the people around you into a mob. The mob uses the Sudden Mob Stat Block, which uses your warlock level and proficiency bonus in places. It takes its turn immediately after yours and will obey your verbal commands (no action necessary), if you do not issue it any direction, the mob will take the dodge action. The mob disperses after an hour, once you raise a mob you may not do so again until you complete a short or long rest.

THE RUMOR MILL

Additionally beginning at 6th level your Familia trusts you enough to include you in their intelligence network. You may ask your GM a question and they respond with three rumors that your Familia has heard or seeded that are related to your question. These rumors may be tangential or vague, but at least one of them must be true. Once you do so you can not use this feature again for 7 days.

SALT AND BREAD, BLOOD AND BONE

There is a certain magic in sharing a meal with others. Starting at 10th level, when you finish a long rest, you may designate a number of creatures that have been around you for at least 1 hour during the rest, you and the designated creatures are under the effects of the *sanctuary* spell. This effect on a creature ends when it is damaged by an attack or spell, if it is farther than 120 feet from you, if you ever leave your patron's sphere of influence, or when you complete a long rest.

THE FAMILY CREST

When you reach 14th level your patron Familia gives you access to the power stored by your family's crest. When you or a friendly creature within 30ft casts a spell, you may use your reaction to invoke your Family Crest, the creature casting the spell regains a spell slot equal to the level of the spell cast, up to 5th-level. Once you invoke your Family Crest you can not do so again until you complete a short or long rest.

SUDDEN MOB

Large horde of Medium Humanoids (any race)

Armor Class 10+PB

Hit Points Warlock Level*4

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception 9

Languages Common

Horde. The Sudden Mob only controls 10ft of vertical space and can occupy another creature's space and vice versa. The horde can move through any opening large enough for a medium humanoid. The horde can not regain hit points.

Unruly Riot. The Sudden Mob deals double damage to objects and structures.

Actions

Riot. *Melee Weapon Attack:* +3+PB to hit, Reach 0ft., one target. *Hit:* 8(1d10+3) Bludgeoning damage or 6(1d6+3) bludgeoning damage if the horde has half of its hit points or fewer.

CREDITS

ART

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SUBCLASS AND FEATURE DESIGN

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